

# **WASHINGTON STATE GAMBLING COMMISSION**

## **MODEL PAI GOW POKER RULES**

### **THE BET:**

- Each table has a wagering limit defining the minimum and maximum amounts that can be wagered not to exceed commission defined wagering limits.
- All wagers are placed in the betting circle before the roll of the dice or random number generator is used to determine which player gets the first set of cards.
- Once it is determined who will receive the first set of cards, no one can add or subtract any portion of their wager. House rules could state the wager is automatically forfeited if this does occur.
- Players may remove their winning wagers from the betting circle only after their hands are declared as winners by the dealer.

### **BANKING THE GAME:**

- The house dealer acts as the bank for the game.
- Players can bank the game, but at a minimum, the house must bank at least every other hand.
- If a player banks the game, a “Banker” button will be placed in front of their wagering spot. The dealer will perform all duties as mentioned above, the only difference being that all players and the dealer are now playing against the player who is banking the game.
- The player who is banking must have enough chips to payoff all potential winning wagers.

- The dealer will play a hand against the player who is banking. The dealer's house wager will be the same amount as what the player who is banking has been wagering on previous hands.

#### THE DEAL:

- The game is played with one to six players with one wager per hand.
- A standard deck of cards including one joker is used. The joker is used as an Ace or to complete a straight or flush.
- The dealer deals seven hands, consisting of seven cards each face down in front of him/her. If a shuffling device is used, it will dispense seven cards at a time that are distributed in the same manner. The remaining four cards will be verified to ensure all cards are present. These four cards are then placed in the discard rack.
- A random number generator can be used to determine which position receives the first set of cards or the dealer shakes a cup containing three dice. The numbers on the dice are added. Starting with the banker position as "one," count counter clockwise with each seated player and any open spots until reaching the sum of the dice. That player/dealer position will receive the first hand farthest from the dealer's right. The rest of the hands will be distributed counter clockwise to each of the betting areas. Even if a "betting area or spot" is not occupied with an active player, the hands must be distributed. The dealer will then go back to the open spots and collect those cards, placing them in the discard rack.
- By house rule, in addition to the hand dealt to a player, the casino may allow a player to play an additional hand that was dealt to an open spot on the table. This hand is referred to as a "dragon hand." If allowed, the casino can require this second hand to be set according to "house way" which is discussed later.
- The dealer's hand is not exposed until all players have set their hands and placed them in the appropriate areas in front of them. In the event the dealer hand is exposed prior to all other hands being set, house

rules must state if this is considered a misdeal or the hand will be allowed to be set according to house way.

#### THE PLAY:

- Each player will make two poker hands: a two card hand and a five card hand.
- The house can assist new players by helping them to set their hands. If this occurs, a “house way” button must be placed in front of the player to designate this and the hands will be set according to “house way.”
- The player’s five card hand must be able to beat their two card hand. If this does not occur, the hand is considered fouled, and the player automatically loses. By house rule, the dealer can have a floor supervisor come to the table, and allow the player to reset their hand.
- Each player’s hand acts independently and is compared to each of the dealer’s hand.
- If the dealer’s two hands beat both of the player’s two hands, the house wins.
- If the player’s two hands beat both of the dealer’s two hands, the player wins and is paid one-to-one on their wager, less up to a five percent commission charged by the house.
- If one of the player’s hand wins and one lose, it is considered a push and no one wins.
- Any tie hands are considered winning hands for the dealer.
- If any hand has an incorrect number of cards, that hand is considered fouled. It is the player’s responsibility to notify the dealer of the problem prior to setting his/her own hand.

- If a player sets their hand with the highest hand in the two card hand (the five card hand does not rank higher than the two card hand), the hand is fouled and the wager is forfeited.
- If a player puts three cards in one hand and four in the other, it is considered fouled and the wager is forfeited.
- Player's are responsible for the final setting of their hands.
- The dealer sets his/her hand after all players hands are set. The dealer will set the hand according to "house way." The "house way" is a pre-determined setting of the dealer's hands depending on which cards they have received. The "house way" can vary from casino to casino but must be clearly posted for all players to view.
- After the dealer indicates "all hands set," players may not touch their cards or their wager. If the player does, the hand could be considered fouled, and the wager forfeited.
- Once the first player's hand to the left of the dealer is exposed, the dealer may not reset his/her hand.
- Statements regarding the value of a player's hand are not binding. The cards speak for themselves.